COLECO
REVIVAL SERIES

Guide No. 0003

The Official

INSTRUCTIONS & GAME RULES

BEFORE USING THIS PRODUCT, CAREFULLY READ THIS MANUAL AND RETAIN IT FOR FUTURE REFERENCE

- Iconic heavy-duty plastic shell
- Highly-detailed, colorful art wraps
- Full color 2.75 inch LCD screen
- Powerful new gaming chip
- Revamped joystick and accurate action buttons
- Volume control and headphone jack

AGES 8 TO ADULT

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GAME DESCRIPTION

Guide your humanoid through electrified mazes teeming with robot-infested chambers. While you can eliminate the initial wave of robots, your early triumph doesn't guarantee survival. Beware, subsequent groups will open fire! Additional peril arises when Otto enters the scene. He possesses the ability to leap over maze walls and crush you if you linger for too long!

"Stern's Berzerk," unleashed in 1980, swiftly garnered a devoted following. Berzerk is an arcade game that lets you shoot in multiple directions, immersing players within a succession of top-down, labyrinthine rooms swarming with armed robots. The Berzerk Mini, housed in a distinctive red cabinet, proudly showcases the iconic Berzerk artwork.

PACKAGE CONTENTS

- User Manual
- Mini Arcade
- USB Plug

GETTING READY TO PLAY

BATTERY INSTALLATION
This game is powered by four (4) AA batteries.

- Using a screwdriver, loosen the screw until the battery compartment door can be removed.
- Insert four (4) AA batteries (we recommend alkaline) as indicated inside the battery compartment.
- Replace the battery compartment door and tighten the screw with a screwdriver. Do not over-tighten.

ADULT SUPERVISION IS RECOMMENDED WHEN CHANGING BATTERIES

HERE'S HOW TO PLAY

Characters

There are 3 types of characters who will appear in the mazes:

The Humanoid (you)

Otto

The Robots

Game Play

As your Humanoid enters the electrified maze, he will blink on and off. Use the Joystick to run through the maze in any of 8 directions. As you run, you will be attempting to destroy the Robots who inhabit the maze. As you run, press the fire button to shoot bullets in the direction you are moving. Be careful not to walk into the walls or into a Robot - they are electrified and can destroy you. You can escape the maze at any time by running through any of the indicated exits. Every time you exit a maze, you will automatically be transported to another maze filled with Robots.

Number of Robots

There may be from 1 to 11 Robots in each maze.

Evil Otto

In addition to the Robots, Evil Otto will appear later and will try to destroy you by crushing you. He can jump over walls and cannot be destroyed by your bullets, so your only hope is to run to the next maze.

Getting Hit

If you are hit by a Robot or Evil Otto, you will lose a man and be automatically transported to another maze.

Type Of Robots

At first, it will be easy to shoot the Robots because they do not fire bullets at you. However, as your score gets higher, the Robots get meaner. They will shoot more bullets and move more quickly.

Number of Humanoids

At the beginning of the game, you will have 3 Humanoids. A bonus Humanoid is awarded for each 5000 points scored.

SCORING

Each Robot you destroy is worth 50 points. If the whole maze is cleared, you receive a bonus of 10 points for each Robot that was in the maze.